

Veronica Cateté

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Specialty Courses & Skills

Intelligent Game Based Learning Environments, Evaluation of Game Design Techniques, Mobile App Development
Research Design & Quantitative Methods, Adv. Educational Psychology, Educational Data Mining
Software Engineering, Data Structures & Algorithms, Artificial Intelligence II, Graph Theory
Java, JavaScript, C#, C++, ActionScript, C|HTML5, CSS, PHP, SQL|Unity3D, XNA, Eclipse, Visual Studio

Project Highlights

Partnered with NCSU History department to design (3) Lebanese Migration to NC iPad and Kinect games for NC Museum of History
Design & developed Unity3D forensics game for Shaw University to promote STEM interest in incoming freshman
Volunteer in High Hopes Haiti to mentor young women in computing, taught Scratch and OLPC use, and set up donated computers
Lead programmer in developing a web based Scavenger Hunt Detective game, for Discovery Place, a kid's museum in Charlotte, NC

Graduate Research Experience

Mothering Across Continents, Kigali, Rwanda

Summer 2016

Lead Researcher

- Primary responsibilities include developing scalability partnerships with Rwanda Ministry of Education and Ministry of Youth ICT and conduct follow-ups with STEM-ICT Academy
- Curated content and trained leaders for Computer Science portion of week long 'Pivot Academy', a STEM focused program for constructive learning (150 participants)

Microsoft Research, Redmond, WA

Summer 2014, 2015

Research Intern

- Field review of reliable scientific literature on Minecraft Education delivered as a whitepaper to the managers of the Minecraft acquisition team; Provided guidance on existing research in ME, possible directions for future support and extensions
- Using project Athena, develop two online resources for global distribution of CS Education: Game Centric AP CS Principles course, Middle school computing toolkit featuring science and computing

NCSU Center for Educational Informatics, Raleigh, NC

2012 – Present

Research Assistant

- Research on training novice teachers to identify computational thinking in student code
- Assist in development and refinement of AP CS Principles Beauty & Joy of Computing (BJC) & run BJC professional development in conjunction with UC Berkeley
- Lead developer, coordinator of monthly middle school outreach program (starting 2009)
- Research variables affecting transition from middle school outreach to high school formal courses

UNCC Games + Learning Lab, Charlotte, NC

2011 – 2012

Research Assistant

- Rapid prototyping of games with a purpose: Snag'em (snagemgame.com) and BOTS (bots.game2learn.com)
- Snag'em (php, mysql, js): Developed badge system, upgraded social network visualization, missions, and database structure
- BOTS (Unity3D, js): Developed GUI-based programming game featuring 3D world puzzles

Education

NC State University [GPA 3.7]

2012 – May 2017,

Raleigh, NC

2007 – 2010

- Ph.D. Computer Science – *Game-Based Learning & Curriculum Development & Evaluation*
- B.S. Computer Science – Magna Cum Laude - Minor: *Science, Technology, & Society*

UNC Charlotte [GPA 3.64]

2011 – 2012

Charlotte, NC

- M.S. Computer Science – *Intelligent and Interactive Systems*

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Selected Publications

- (Best Paper Nominee) Cateté, V.**, and Barnes, T. (2016). Developing a Rubric for a Creative CS Principles lab. *In Proceedings of the 21st Annual International Conference on Innovation and Technology in Computer Science Education (ITiCSE 2016)*
- Price, T., **Cateté, V.**, Albert, J., and Barnes, T. (2015). Determining the Impact of Teacher Professional Development on Perceived Ability to Teach a Computer Science Principles Course. *In Proceedings of the eleventh annual conference on International computing education research (ICER '15)*.
- Hicks, A., **Cateté, V.**, Zhi, R., Dong, Y., and Barnes, T. (2015) BOTS: Selecting Next-Steps from Player Traces in a Puzzle Game. *In Proceedings of the 7th International Conference on Educational Data Mining, Workshop on Graph-based Educational Data Mining (G-EDM 2015)*.
- Cateté, V.** 2014. CS outreach to high school enrollment: bridging the gap. *In Proceedings of the tenth annual conference on International computing education research (ICER '14)*.
- (Best Paper Nominee) Hicks, A., Cateté, V.**, and Barnes, T. (2014). Part of the Game: Changing Level Creation To Identify and Filter Low Quality User-Generated Levels. *In Proceedings of the International Conference on the Foundations of Digital Games (FDG 2014)*.
- Cateté, V.**, Wassell, K., and Barnes, T. (2014). Use and Development of Entertainment Technologies in After School STEM Program. *In Proceedings of the 45th ACM technical symposium on Computer science education (SIGCSE 2014)*.

Research Grants & Awards

National Science Foundation Graduate Research Fellowship	\$132,000
Microsoft Research Graduate Women's Scholarship	\$17,000
Grace Hopper Conference – Apple Scholarship	\$800
NCSU Women in Computer Science Scholarships	\$10,000
STARS Alliance Travel Grants	\$5,000
Deborah S. Moore Outstanding Student Volunteer Award	

Student Involvement

Graduate Student Government, Senator, Vice President	2011 – 2016
SPARCS Middle School Outreach, Regional Coordinator	2011 – Present
ACM, Upsilon Pi Epsilon & WiCS	2010 – Present
Students & Technology in Academia, Research, & Service (STARS Corps), Member, Team Lead (2011 – 2016), President (2012 – 2015)	2009 – Present
American Legions Auxiliary, Relay4Life (Childhood Cancer Awareness)	2006 – Present

Side Projects

International Women's Hack-a-thon – NCSU Organizer	2014, 2015
Global Game Jam – Orchestrated a 1st time location, collaborated with IGDA chapter to facilitate interaction between industry and students	2013
Global Game Jam – Bear Fight: Teddy Edition. Lead Programmer, team of six. Multiplayer fighter game for girls, teddy bears having a pillow fight.	2012
Global Game Jam – Baby Mammoths Journey to Mars, now available on XBLIG. Level Designer, team of four. Canabalt game. (XBox 360)	2011
Imagine Cup – Heroine, Honorable Mention. Lead programmer, team of 4. Made a 2D fighter, featuring iconic historical women like Joan of Arc.	2011